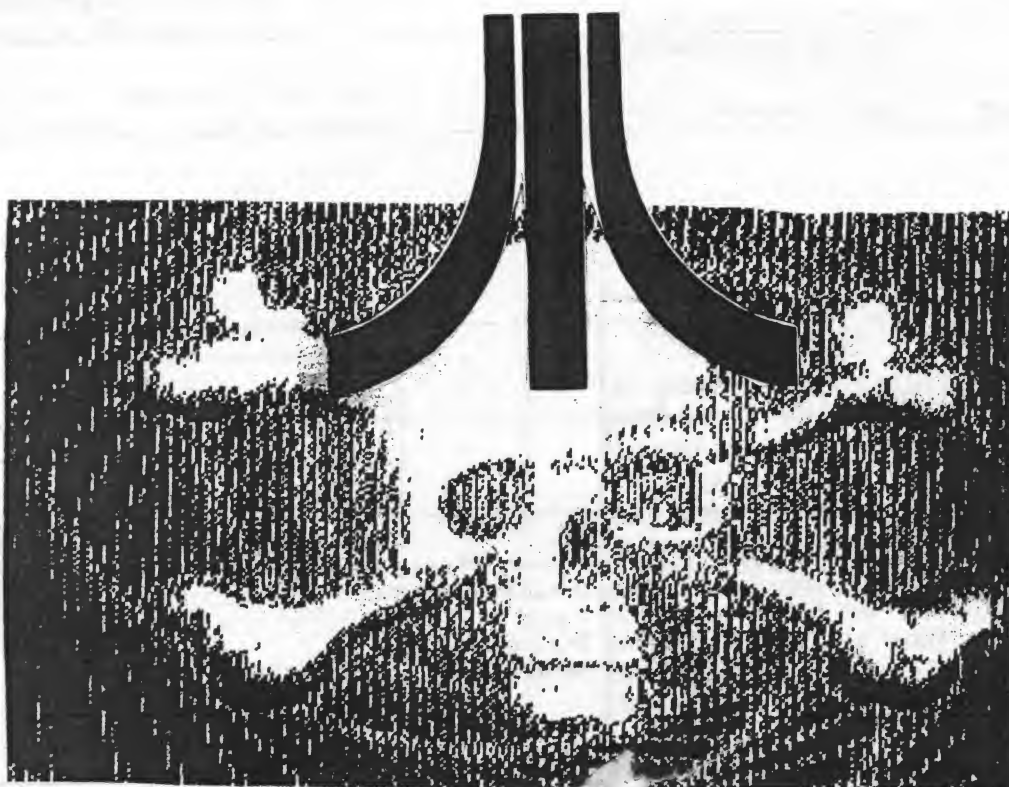


AUGUST 1988

TWIN CITIES ATARI INTEREST GROUP

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-Die
Commies!

The TAIG Newsletter

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Vice President	Eric Hopper
Treasurer	Ken Modeen
Secretary	Sue Loye
SysOp	Ken Modeen
8-Bit DOM	Greg Gibbons

If you represent another Atari users group that wishes to exchange newsletters, please mail a copy of your newsletter to TAIG.

Articles should be submitted in standard text files such as Atari Writer, SpeedScript, Word Writer etc. Please save files in ASCII with NO text formatting codes. You can send the article to TAIG, drop it off at a meeting or upload it to the BBS.

Any storage media will be returned at the next meeting or mailed to you.

Membership	Ken Modeen
BBS	425-2533
*** Newsletter ***	
Editor	Tom Green
Co-Editor	Cory Johnson
Co-Editor	Steve Ingalsbe

TAIG Membership Application

New____ Renewal____ Change____

Name_____

Address_____

City_____

State____ Zip Code_____ Phone_____

Type of computer_____

Interests_____

Membership dues are \$15 per family per year. Please make checks payable to the Twin Cities Atari Interest Group. Please do not mail cash. Mail to:

TAIG
PO Box 26128
Minneapolis, Mn. 55426

NOTES FROM THE EDITOR AUGUST OF 1988

Well, here it is, the long awaited newsletter! I volunteered to be the newsletter editor after Tom Green resigned due to some other business. I don't think I will ever be able to do as good of a job as he and Cory Johnson did, both of them made a great team. I only hope to carry on the great tradition of excellence set up by these two. We will miss you Tom and Cory!

I have tried to add a bit more spice to the newsletter. You will notice some new features which hopefully will make a better newsletter. However, this is YOUR newsletter so tell me what you like and do not like. You can reach me on the TAIG BBS or through the TAIG P.O. Box address listed in the newsletter.

One of the things planned is the SKUTTLEBUTT column which you will see. Skuttlebutt was an old army term for news and rumors. Steven Ingalsbe entitled his news column that and I think that is a neat title for an ongoing column. Look for all the news under the Skuttlebutt column. Thanks Steve for your inspiration!

Also, do not forget to take the full advantage of your membership benefits. You as a member are entitled to one free ad in the newsletter. You will notice the CLASSIFIED section of the newsletter and that is the place it will be placed. An add will now consist of four lines any way you like it. Just call me or let me know on the TAIG BBS. This is a no charge service for TAIG members only.

Well, I think that just about does it for today! See you all at the meeting or online or something.

Nathan Block

JUNE 26th MEETING MINUTES Secretary: Sue Loye

The meeting was called to order at 7:24 p.m. by president Chuck Griesby. The evening started out with the news of the month. The 8 bit does have midi now. There is a new file format for pictures called SIF which includes color, there is now an Atari 8 bit version.

The Atari corporation made the fortune 500. They went up 91% in sales. KAY BEE toys are stocking lots of XE cartridges. By Christmas time Atari had sold a million units!

ICD no longer makes the MIO boards because they can not get RAM chips for them.

Electronic Arts has dropped all Atari 8 bit products.

Ken Modeen reports we have \$139.13 cents in our treasury. We made no profits at the Amatuer Fair. There was no newsletter out yet.

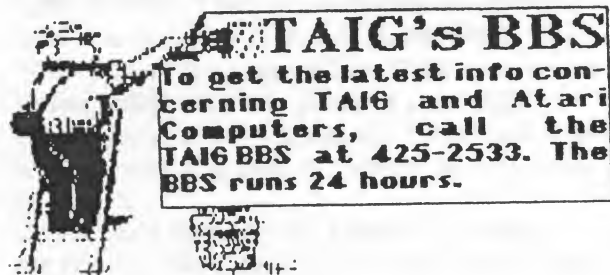
Tom Green has resigned as newsletter editor due to other pressing matters. Nathan Block has volunteered to cut and paste the newsletter and David Sarri volunteered to take it to the printer.

The TAIG BBS is now running on Oasis.

Disk of the month is four pin ball games. Demo was after meeting.

Kris Nelson is the new paper librarian, for information call 825-5049.

Meeting adjourned at 8:03.



For Sale / Wanted

If you have anything you want to sell or if you are looking for something, here is your opportunity to let the other members know about it. As a TAIG member you can place free ads in the newsletter. Leave a message on the BBS or give the ad to me or one of the officers and it will appear in the next newsletter. This is your newsletter so make use of it.

— The Editors —

Skuttlebutt - compiled from various Atari newsletters.

The light pistol will be available "in the near future", according to John Skruch, Atari's director of software development. The gun will be sold separately in the toy stores and packaged with a Bug Hunt cartridge for computer store distribution. Merrill Ward and Associates Inc. has announced they will release an ST-like desktop program to give 8-bit owners what GEOS has given to Commodore 64 users. Named the "Graphic Operating Environment" (GOE), the system will allow interface via joystick, keyboard, or ST mouse plugged into joystick port #1. GOE will be sold as a super-cartridge (A LA BASIC XE) that will include a drawing program, word processor, printer drivers, fonts, and an Icon editor. Current plans are to sell the cartridge for \$50 to \$60. You can get a demo version of GOE by sending \$5 to:

Merrill Ward and Associates
255 N. El Cielo Rd.
Suite 222
Pala Springs, CA 92262

Anticipated shipping date for the cartridge is by the end of July, and the \$5 for the demo will be applied toward the purchase price if you decide to buy.

A new shareware terminal program for the 8-bit called De-Term 850 is now making the rounds. It is rumored to have a mini-version of Breakout which can be played while simultaneously uploading or downloading. De-Term only supports Hayes compatible modems using an 850, P-R-Connection, or similar type of interface, and there has been no talk of making it available for other types of modems. (De-Term is available on the TAIG BBS.)

There are 2 new (?) programs out to help you get Near Letter Quality (NLQ) from your old tired dot matrix printer. The first to come out is called Dot-Magic. I have heard that this was originally called Daisy Dot II, but the author of Daisy Dot asked that the name be changed because he was working on Daisy Dot II. Dot-Magic is written in Compiled TurboBasic, and so it will only run on XL/XE machines. It comes with bare bones instructions, but if you send a donation to the author, he will send more detailed instructions. (I have this program, and hope to have it on a TAIG DOM in the near future. It is a nice program.)

Daisy Dot II has been released by Roy Goldman, and it has a couple of new features that make it worth having. The big advantage is that it has been re-written in C, which means all 8-bit machines can run it. And you can now use SpartaDOS with it! Both of these programs are Public Domain/Shareware, so pick them up as soon as you can.

(If you have any of these, please send a copy to the club, either by mail or upload them to the BBS.)

Here is a tip for SX212 modem users from Ian McLaughlin of Kelowna, B.C.:

If you open up the SX-212 and remove the metal shield, you will notice a place on the board marked SW2. You will notice that there are 4 resistor-like things soldered in here between pins 3&14, 4&13, 5&12, and 6&11. These are jumpers! Use a solder sipper to clean out the 16 holes, and then solder in a 2 way SPST dip-switch (Radio Shack # 275-1301) in this position, making sure that switch #1 is next to pin #1 on the board. Now you have control over the functions of your modem! Use the following chart to set the switches, the asterisks show the default positions:

Switch Description

1	toff	Word result codes
	on	Digit result codes
2	toff	Echo on
	on	Echo off
3	off	Auto-answer enable
	ton	Auto-answer disable
4	off	Off hook
	ton	On hook
5	off	Result code not displayed
	ton	Result code displayed
6	off	Intelligent mode disable
	ton	Intelligent mode enable
7	toff	Bell tones (N. America)
	on	CCITT tones (Europe)
8	toff	Unknown
	on	Unknown

Notice that switch 3 has the Auto-answer disabled. This will keep you from using this modem for running a BBS, unless you change the switch setting. Remember that this will void your warranty, and be sure that you can handle the work before starting out. TAIG accepts no responsibility if you undertake this modification. That's it for this month. Watch for more news, tips, rumors and skuttlebutt in future issues of the TAIG newsletter. SLI.

Game Hints

Compiled from various Newsletters, for TAIG, by
Steven Ingalsbe

For all of you gamers out there, here are some tips and tricks for you to try. If you have any more, please send them to us, so we can pass them on to the members.

- *** Caverns of Mars and Phobos - Press Shift, Control, and Tab at the same time to go to the next level.
- *** Crystal Castles - On each level of the game (not necessarily each maze), there is a 'window' where you can skip ahead 2 levels. On the first board it is on the left hand side.
- *** Donkey Kong Junior - Pause the game, hold down the Shift key and type 'BOOGA' or 'BODA'. Un-pause the game and press 'S' to change screens, 'K' to make yourself immune to the snappers, birds, and sparks.
- *** F-15 Strike Eagle - Always running out of gas on those long missions? Try using 'A' afterburners for energy.
- *** Ghost Chasers - Hit the Start button. Then type 'FANDA', you will start at a higher level. Type 'FRANK' to replenish your supply of men.
- *** Ghostbusters - For your name type 'GOO'. When it asks for your account number use 11111111; you will have \$246,000 in your account. You can also use the name 'JAZ' and account number 99999999 for the big bucks!
- *** Jumpman - On the first level go to the far right and type '54354' and then the level you want to go to.
- *** Karateka - When you get to the gate, go half way thru and then back out quickly. After the gate closes, it will raise again. While it is raising, push against it. You can slip thru when it gets to the top. When you get to the last room where the princess is... well if I tell you that, then the game isn't worth playing!
- *** Miner 2049er - At any time during the game, type '213 782-6861', then push shift and the number of the level you want. You can change levels at any time, and you only have to type the password once. My kids like level 10 the best. The more TNT, the better!
- *** Ollies Follies - To skip to screen 5 type 'FANDA'; to go to screen 10 type 'FRANK'; for screen 15 type 'NORBI'; and for screen 20 type 'ZOOM'.
- *** Pharoah's Curse - The password 'SYNAP' will take you from level 1 to level 2, 'SYNIST' will take you to level 3.
- *** Pharoah's Pyramid - The password is 'THRONE'
- *** Pitfall - Start the game by pressing Option and you will have unlimited lives.
- *** Preppie - Pause the game while in play. Press RESET to restart it. All objects except your man and frog will remain still.

*** Realm of Impossibility - When you enter a room, press and hold down the Option key, making the zombies ignore you. When you get to an exit, push against it and release it.

*** Scrolls of Abaddon - Type the following commands while in play:

WALL - allows moving against arrows

ICE - suppresses monster temporarily

RES - type when game is over for a free man

SPA - creates a shield

FLI - warp you to the next level

VIS - makes disks visible without gem

MAP - makes all of map visible

*** Spelunker - With a sector editor look for sector 28 and change these bytes: A6 CB 30 2D to A2 07 86 CB. You will now have unlimited lives.

*** Kazoo - If you are about to be killed, press the space bar to pause the game. The monster will pass right through you and you can continue playing by pressing the space bar again.

*** Dimension X (original) - Press control F while loading for a Fort Apocalypse demo, or press control S to play slime.

*** Track Attack - on the box car scene, listen for a click from the keyboard. One second later, jump.

*** Encounter or Snookie - press the number of the wave you wish to go to. You must have already reached that level.

*** Lode Runner - press control E while loading the editor command menu. Then type 1 character command (P=play level, ect...)

*** Threshold - remove the threshold disk from the drive after it loads. Everytime the drive restarts, you will move up by one level. Insert the disk when the drive is off to start at that level.

*** Canyon Climber - if you complete the first screen and have lost any men, hold down the joystick button as the bridges are exploding and then press Start. On the next screen you will have 3 men, but your score will be reset.

*** Night Mission Pinball - Type 'FIX' to get maching control menu

*** Burt's Brewery - press Option key o skip to the next screen, press ESC to adjust the screen colors.

*** Diamond Mine - the password is 'DIAMOND'

*** Barbarian - On the first screen that you can move on, type 04-08-59, and Barbarian is totally invincible.

ICD Fix

by Paul Gittins, PAC

From the Jan. 1988 Portland Atari Club Newsletter.
Retyped for TAIG by Steven Ingalsbe

If you are an avid user of the Atariwriter+ word processor and use the P:R: Connection, I have a tip that will save you a lot of grief.

It seems that there is a bug that will lock up the program and cause the loss of your file. This problem will occur after using the spelling checker. When exiting the spelling checker and reloading the word processor portion of the program, the lockup will prevent complete reloading of the word processor. Don't despair, there is a fix for this problem.

The first thing to do is open up the P:R: Connection and look for the revision number. You are looking for Rev. 4. If you don't have Rev. 4, you can stop right now. ICD will repair or exchange the device for \$9.00. Simply return it to them and they will take care of it.

If you do see Rev. 4 listed inside then look for a pair of circuit pads labeled R:OFF. Install a switch to short these two pads. This will disable the R: handler and prevent the crash.

If you had seen my High school Junior at 11:30 one night when she had just finished her maxi page report and found the thing had been teleported on a wide dispersion beam, you would appreciate this tip even more. She had to start over and retype the whole thing. Yes, she is much more careful about saving copies now.

This information was provided by Keith at ICD.

On the following pages is a complete list of every Public Domain program that TAIG has in its library. These programs can be purchased through the mail. Disk cost is \$6 for a double sided disk and an additional \$1 fee for postal charges. For more information or order write to:

DOM Librarian
c/o TAIG
P.O. Box 26128
Minneapolis, MN
55426

The Computer Station

Incorporated
#1 W Diamond Lake Rd
Mpls, MN 55419
822-0777

20% off all software

I am currently holding a sale
on all ATARI 8-BIT software.

For the next two weeks

software is 20% off retail

price. I will also special

order any ATARI product. I

carry software, books and

supplies for ATARI 8-BIT and ST

computers. Come in today and

see what I have for you!

Richard R. Roell

Owner and Operator

Classifieds

For Sale:
ATARI 810 Disk Drive
with Archiver - \$135
Martin - 861-7011

For Sale:
ATARI 800XL w/256K
ATARI 1050 drive
\$250 b/o Nathan
922-8012

REMEMBER!

TAIG is always selling:

Double sided DOMs - \$6
Blank Disks- 10 for \$4
Cute Labels Pak - \$20

Contact us through our address listed on the back of
your newsletter!

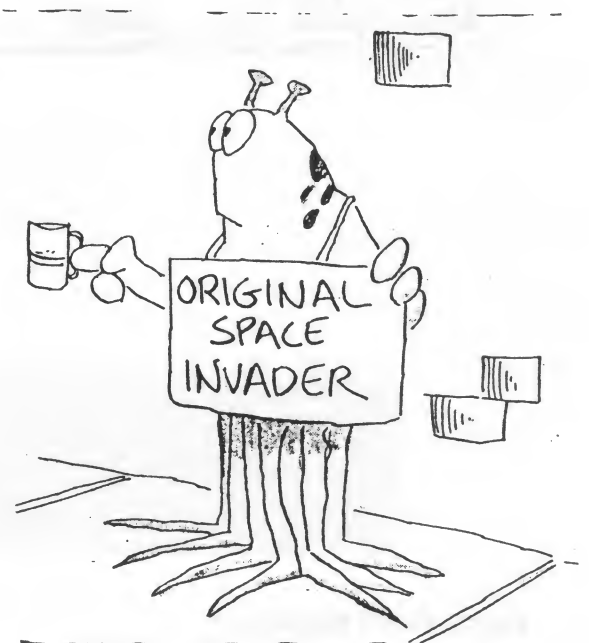
HIGH SCORE COLUMN!

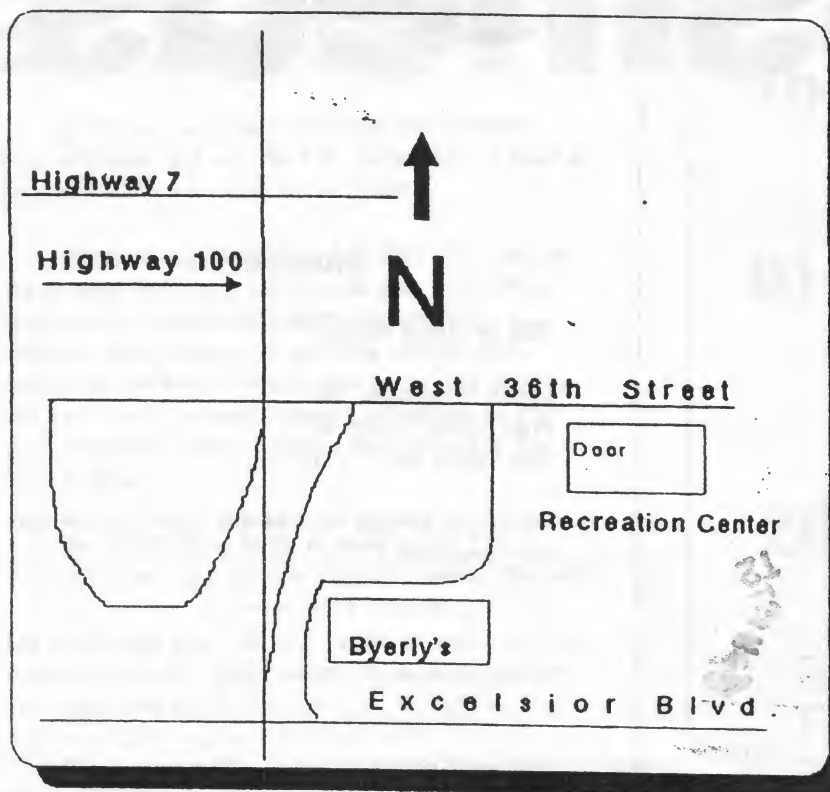
For all you champ gamers out there, here is your
chance to be famous! For a quarter, get your high
score printed here by your game and name. This
column will also include the contest winners of any
video game contest.

Kevin Saari
112,750 on Joust
Advanced Level

Next TAIG Meeting :

AUGUST 29th
7:00 PM





TAIG holds it's monthly meetings at the St. Louis Park Recreation Center, which is located at 5005 West 36th Street in St. Louis Park. 3/4 mile east of highway 100 on west 36th, behind Byerly's.

Twin Cities Atari Interest Group
PO Box 26128
Minneapolis, Mn. 55426



Next TAIG Meeting :

August 29th
Be there!

First Class